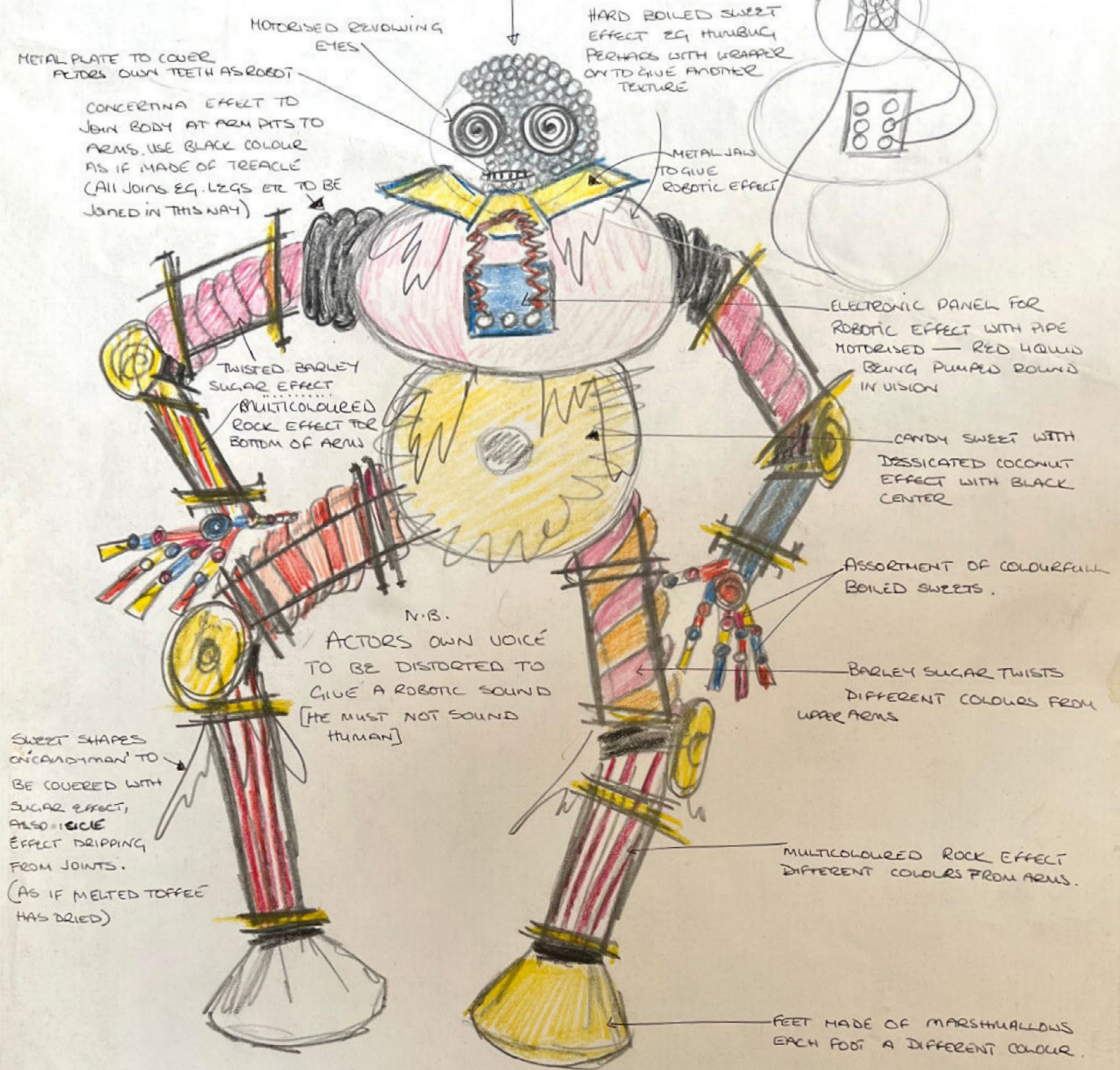


DOCTOR WHO THE HAPPINESS PATROL VFX DESIGN SKETCHES

Designs created by Mike Tucker, Sue Moore,
Stephen Mansfield and Robert Allsopp

TEXTURE FACE WITH BALLS (FROG LIKE EFFECT AS IF HE HAS BOILS AND GROWTHS TO ADD TO SINISTER LOOK) KEEPING ONE COLOUR NOT TO DISTRACT FROM REVOLVING EYES

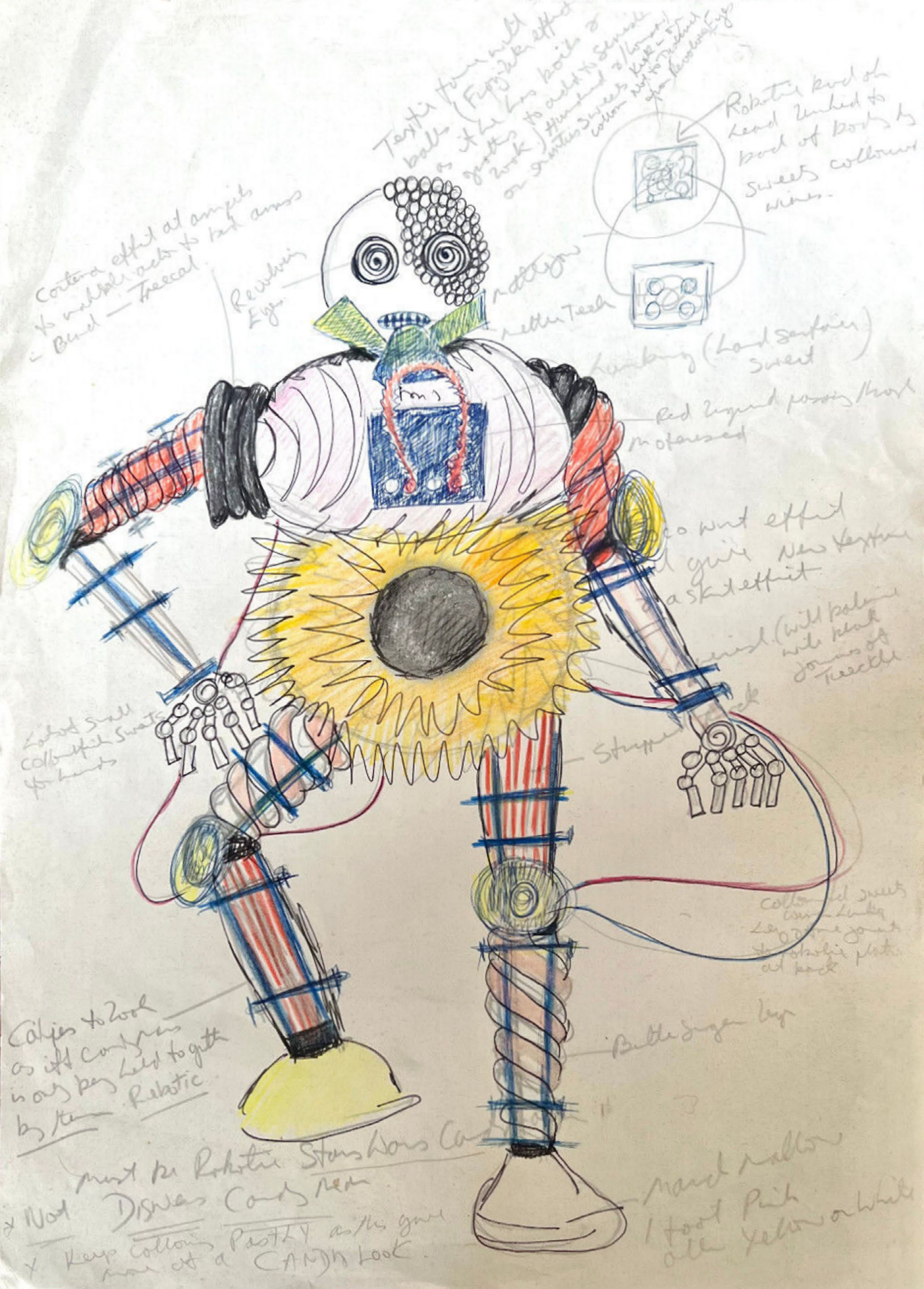
Back.



1. ARMS AND LEGS HELD TOGETHER BY METAL CALIPER EFFECT (TO SUGGEST THAT THE METAL IS HOLDING THE SWEETS TOGETHER).
2. CALIPERS WILL DETERMINE THE ROBOTIC ACTION IN WALKING.
3. THREE ELECTRONIC PANELS TO SHOW THE ROBOTIC NATURE OF THE 'CANDYMAN'
 - A. CENTRE PANEL IN ABDOMEN WITH PIPE GOING TO THROAT, PUMPING RED LIQUID CONSTANTLY IN VISION
 - B. PANEL IN BACK OF HEAD WITH FLASHING LIGHTS (TO SHOW ROBOT NATURE OF 'CANDYMAN')
 - C. BACK OF ABDOMEN PANEL WITH SWITCHES AND MORE LIGHTS.

EACH PANEL HAS A SERIES OF COLOURFUL WIRES, RED, YELLOW, BLUE ETC LINKING ONE PANEL TO ANOTHER ALSO LINKING A PANEL TO A JOINT. EG. ARM, LEG [THIS IS THE SUPPLY OF ENERGY AND POWER THAT IS ENABLING THE ROBOTIC 'CANDYMAN' TO WALK AND MOVE HIS HEAD] THE EYES ROTATE AND THE WHIRL PATTERN HAS AN HYPNOTIC EFFECT.

CANDYMAN MUST LOOK MORE ROBOTIC THAN HUMANOID — IE 'STARWARS MACHINE' RATHER THAN DISNEY CHARACTER. HE IS A ROBOTIC MACHINE CALLED 'THE CANDYMAN'.



Cortex effect at inputs
to robot acts to lock arms
- Blind - Treecat

Reverberating
Eyes

Tactile touch with
balls (Fingert effect
as it has hoists &
gaskets to hold to sensor
work) Humming & / or
on sensor sweets & / or
color not to maintain eye



nettle
Teeth

Linking (Load sensor)
Sweet

Red liquid power / back
motivated

no wrist effect
give New texture
a skirt effect

(with polymer
with black
joints of
treecat)

Robot small
collar effect sweets
for hands

Striped
back

collar of sweets
around linking
to give joint
to shaker plate
at back

Calves to look
as if they
are held together
by the Robotic

Butterfly legs

Must be Robotic Stars Wars
Droids Card near

Not
Keep collar
more of a
Patchy as this gives
CANDY look

marble ribbon
1 foot Pink
all Yellow or white

